



MANUFACTURER OF AMUSEMENT MACHINES

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CRAZY COW

operator's manual



CONTENTS

- I INTRODUCTION
- II TECHNICAL PARAMETERS
- III PRIMARY SETUP
- IV ADVANCED SETUP
- V HOW TO PUT PRIZES ON PRIZE ARMS CORRECTLY
- VI GUARANTEE TERMS
- VII GUARANTEE CARD

I INTRODUCTION

CRAZY COW was designed for enjoying players in amusement parks, festivities, cinemas, clubs, bars, etc. This device is made from the best art materials and parts available on the market. Components of the device are compliant with safety standards. Attractive design, interesting musical arrangements and a wide range of prizes are just some of many advantages of this machine. Every game, even when failed, is rewarded with a capsule with prize, and the game itself gives us the opportunity to win a valuable prize. With the help of a handwheel the player tries to catch a ball falling down between pillars that set the path of the moving ball on a vertical board. After catching the ball, the player receives a prize or continues to play at a higher level.

II TECHNICAL PARAMETERS

DEPTH	80 cm
WIDTH	100 cm
HEIGHT	190 cm
WEIGHT	210 kg
POWER SUPPLY	100-240 V

Attention!

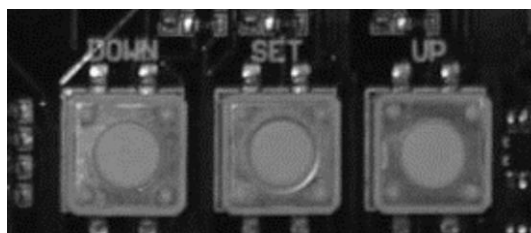
All metal parts are connected together and machine must be plugged into the socket with ground terminal AC 230 V 50 Hz. Only this connection makes the game safe and the machine will work properly.



III A PRIMARY SETUP

To enter setup, there have to be 0 credits on the machine!

To navigate within the menu, use buttons DOWN, SET and UP from the remote controller, situated behind the front door.



Press SET button to choose function. All messages show on LCD display on the front panel. between A, B, C and GO buttons.

SOUND SETTINGS

VOLUME DEMO – use DOWN / UP buttons to set demonstration volume;

VOLUME VOICE – use DOWN / UP buttons to set voice volume;

VOLUME MUSIC – use DOWN / UP buttons to set music volume;

VOLUME ALARM – use DOWN / UP buttons to set alarm volume;

VOLUME WIN – use DOWN / UP buttons to set winning sound volume;

BASS MP3 – use DOWN / UP buttons to choose more or less bass line;

TREBLE MP3 – use DOWN / UP buttons to choose more or less trebles.

AN ELECTRONIC COUNTER SETTINGS

IN1: quantity of credits from the beginning (no possibility to cancel);

IN2: quantity of credits after last cancellation (a possibility to cancel by pressing DOWN / UP buttons);

OUT1: quantity of wins – big prizes (no possibility to cancel);

OUT2: quantity of wins – small prizes (no possibility to cancel).

CREDITS SETTINGS: A COIN AND A BILL ACCEPTOR

Example: You want to install in machine € (euro) currency.

To make the machine work with coins: 0,50€, 1€, 2€, 5€ and banknotes: 5€, 10€, 20€, 50€, and to make a counter count money 1:1, you should set credits like this:

0,50€ = 0,50 of credit

10€ = 12 credits

1€ = 1 credit

20€ = 25 credits

2€ = 3 credits

50€ = 62 credits

5€ = 6 credits

For a coin acceptor, as well as for a bill acceptor, there are 4 channels:

COIN CH1, COIN CH2, COIN CH3, COIN CH4 – designations for coin acceptor channels;

BANK CHN1, BANK CHN2, BANK CHN3, BANK CHN4 – designations for bill acceptor channels

Values set on channels should be like this:

COIN CHN1: 0,50

Credits: 0,50

BANK CHN1: 5

Credits: 6

COIN CHN2: 1

Credits: 1

BANK CHN2: 10

Credits: 12

COIN CHN3: 2

Credits: 3

BANK CHN3: 20

Credits: 25

COIN CHN4: 5

Credits: 6

BANK CHN4: 50

Credits: 62

1. Use DOWN / UP buttons to modify quantity of coins and credits.
2. Use SET button to navigate between channels (1-4) and credits.
3. An arrow shows, which position you are changing at the moment.

FREE PLAY MODE SETTINGS

Use DOWN / UP buttons to choose free play mode:

OFF – free play mode off;

ON – free play mode on.

TICKET DISPENSER SETTINGS

Optional.

IV AN ADVANCED SETUP

To enter setup, there have to be 0 credits on the machine!

Press simultaneously DOWN and UP buttons to enter an advance setup. Using SET button, choose function.

PRESENTATION TIME – use DOWN / UP button to set a presentation time;

GIVE BALL BEFORE GAME OR NOT – use DOWN / UP buttons to decide whether the machine will give a capsule before the game or not.

RESET (back to factory settings) – press simultaneously DOWN and UP buttons.

Then, press SET button to return to factory settings;

V HOW TO PUT PRIZES ON PRIZE ARMS CORRECTLY

1. To put the prize on prize arm, unscrew the locking pin from the spiral by turning it in a clockwise direction.



2. To make putting prizes easier, fit the locking pin to the prize arm and define, above which loop a colorful sticker will be placed.



3. Put prizes on appropriate loops, starting from this one, which should fall on the end. Remember that the first prize should be placed on the first loop of the spiral, marked by colorful sticker, counting from the beginning, and the next have to be placed two loops further – exactly in spaces marked by colorful stickers.



4. After placing prizes reach the locking pin over hanging ties supporting prizes and screw the locking pin into the prize arm by turning it in anti-clockwise direction.



5. Pay attention to the fact, if all prizes are hanging within a loop marked by colorful sticker.



6. Properly hanging prizes.



Prizes placed improperly (and prizes in dimensions more than 155 x 120 x 90 mm) may cause losses for operator. Prizes are placed improperly, when they are hanging:

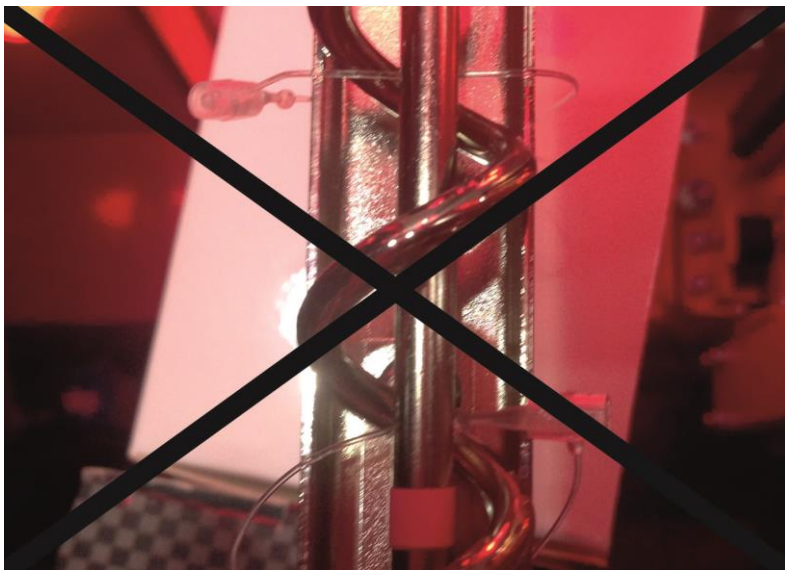
1) above the locking pin;



2) below the locking pin and below the spiral;



3) too close to each other (on neighbouring loops);



4) below the locking pin and on the loop, but on loops non-marked with sticker.

